PROOF NOTES
The editors look at the issues

The headline read, "Atari outraged by video-porn." The object of the company's wrath was Custer's Revenge, a video game that involves raping an American Indian woman tied to a post.

The company's solution was to announce a law suit against American Multiple Industries, the makers of Custer's Revenge.

Apparently, Atari's people have been in the game room so long that they've forgotten what the real world is like.

You cannot mention a medium in which pornography doesn't have a substantial piece of the market. Literature, art, film, cable TV, video recorders, magazines—in each case, somebody has found a way to make a buck from sleaze.

Computer games will be no different, and there is nothing Atari can legally do about it.

That's the way it should be. Consumers do not need a Big Brother telling them what's good for them. And Atari has no right to impose its moral sensibilities on the public, however justified their outrage might be.

Atari's intent is obviously to protect their wholesome family image. Custer's Revenge offers it an easy vehicle to prove how moral and righteous it is. But Atari's anger serves only to evade a much more important point.

Games like Custer's Revenge appeal to racist and sexist attitudes that are engrained in American culture. And while the computer industry may not actively encourage those attitudes, it has done little to alter them.

How many computer games seek to create positive images of oppressed and minority groups? How many arcade games—many of which are Atari's—provide anything more than vicarious, sensual entertainment? And how do the violent microworlds those games create help to foster a peaceful, more tolerant society?

Atari is correct to excoriate cheap junk like Custer's Revenge. But its moral indignation would carry a lot

Video porn is here for good

more weight if it also took some steps toward bettering its own products. Pac-Man may not have raped any Indian women lately, but he also hasn't done much to improve the world we live in.

—E.M.

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Model II owners may not make up a large part of *80 Micro*'s readership, but they sure are vocal. Hardly a week goes by when we don't receive some mail pleading for more Model II material.

Well, we've taken some steps to correct the situation. Starting in April, we'll be publishing conversion tables for some of our Model I/III programs. This will let Model II people share in the wealth of useful and interesting software they've heretofore only been able to look at.

Naturally, we encourage and welcome original Model II programs.

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Next month promises to be an interesting issue. Our "To Copy or Not to Copy" letter has inspired a number of our readers to express in no uncertain terms how they feel about software protection and piracy. We'll be printing a batch of those letters, along with reactions from several software manufacturers.

Also, we'll be publishing the results of our first Young Programmers Contest. The contest has been successful beyond our expectations, both in numbers and in quality. We're sure you'll be as open-mouthed as we are about what America's youth is producing at their computers these days. ∎